

FIG. 1

FIG. 2

```
public delegate void EventHandler(object sender, EventArgs e);  
public class Button  
{  
    public event EventHandler Click;  
  
    public void Reset() {  
        Click = null;  
    }  
}
```

The diagram shows a rectangular box labeled 200 containing C# code. A line labeled 202 points to the line `public event EventHandler Click;`. Another line labeled 204 points to the line `Click = null;` inside the `Reset()` method.

**FIG. 2**

302

```
public class Form1
{
    public Form1() {
        // Add Button1_Click as an event handler for Button1's Click
        Button1.Click += new EventHandler(Button1_Click);
    }

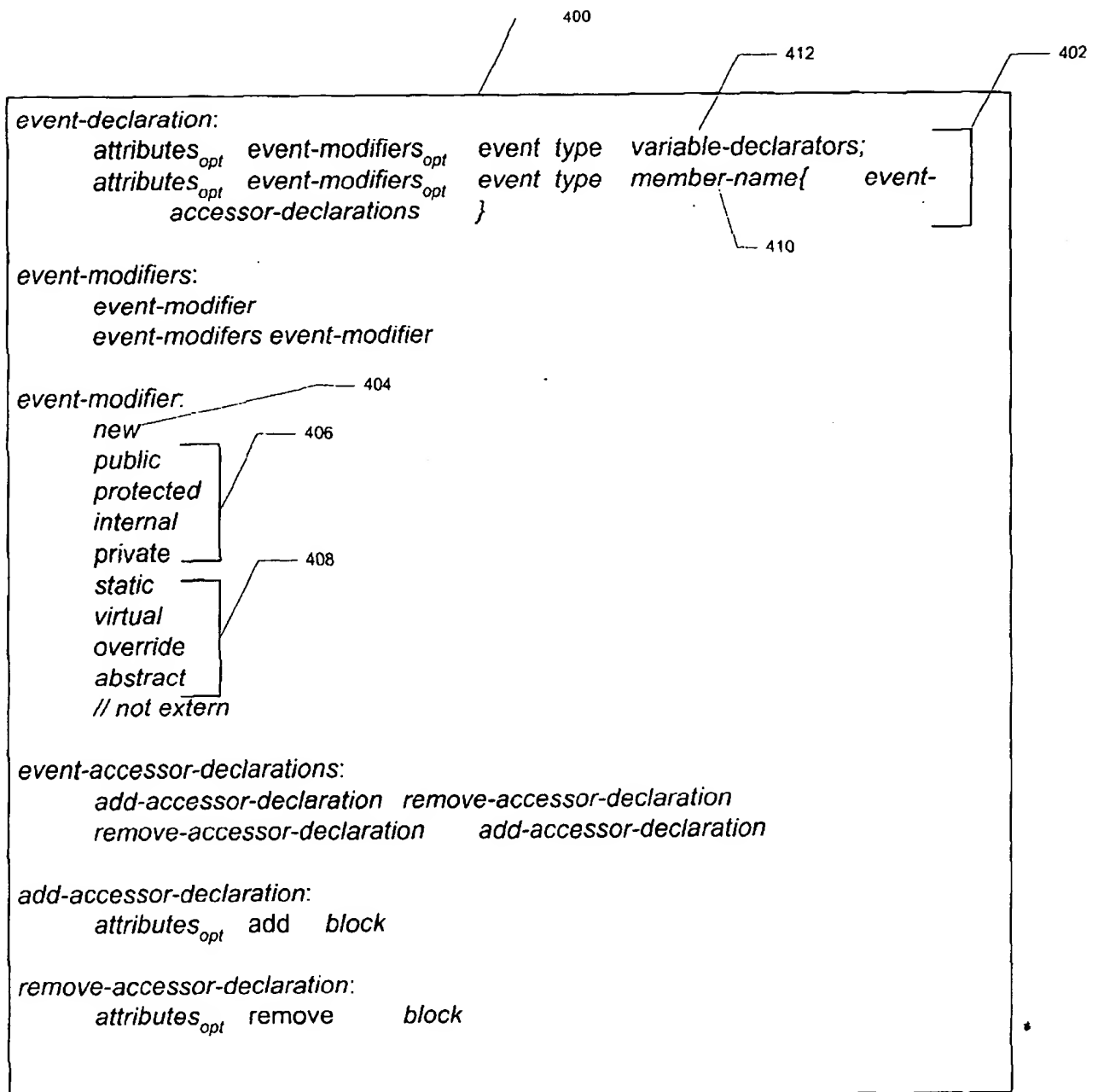
    Button Button1 = new Button();

    void Button1_Click(object sender, EventArgs e) {
        Console.WriteLine("Button1 was clicked!");
    }

    public void Disconnect() {
        button1.Click -= new EventHandler(Button1_Click);
    }
}
```

304

**FIG. 3**



**FIG. 4**

delegate EventHandler(object sender, EventArgs e)

class EventArgs()

class Button

```
{  
    public event EventHandler Click;  
    public string Caption;  
    protected void OnClick();  
    public void SimulateClick();  
}
```

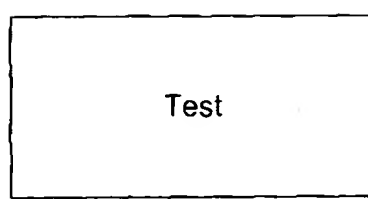
class Form

```
{  
    public Button OkButton;  
    public Button CancelButton;  
  
    void OkButton_Click(object sender, EventArgs e);  
    void CancelButton_Click(object sender, EventArgs e);  
}
```

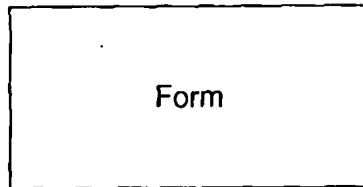
class test

```
{  
    static void Main;  
};
```

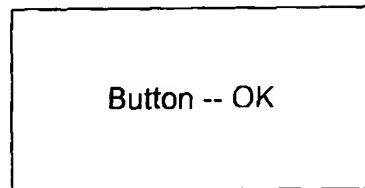
**FIG. 5**



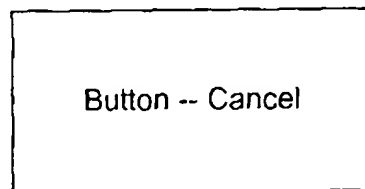
602



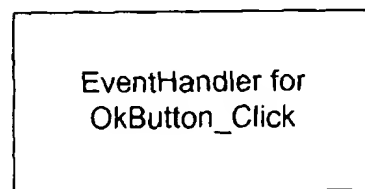
604



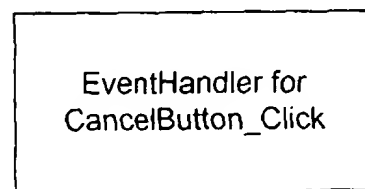
606



608



610



612

**FIG. 6**